

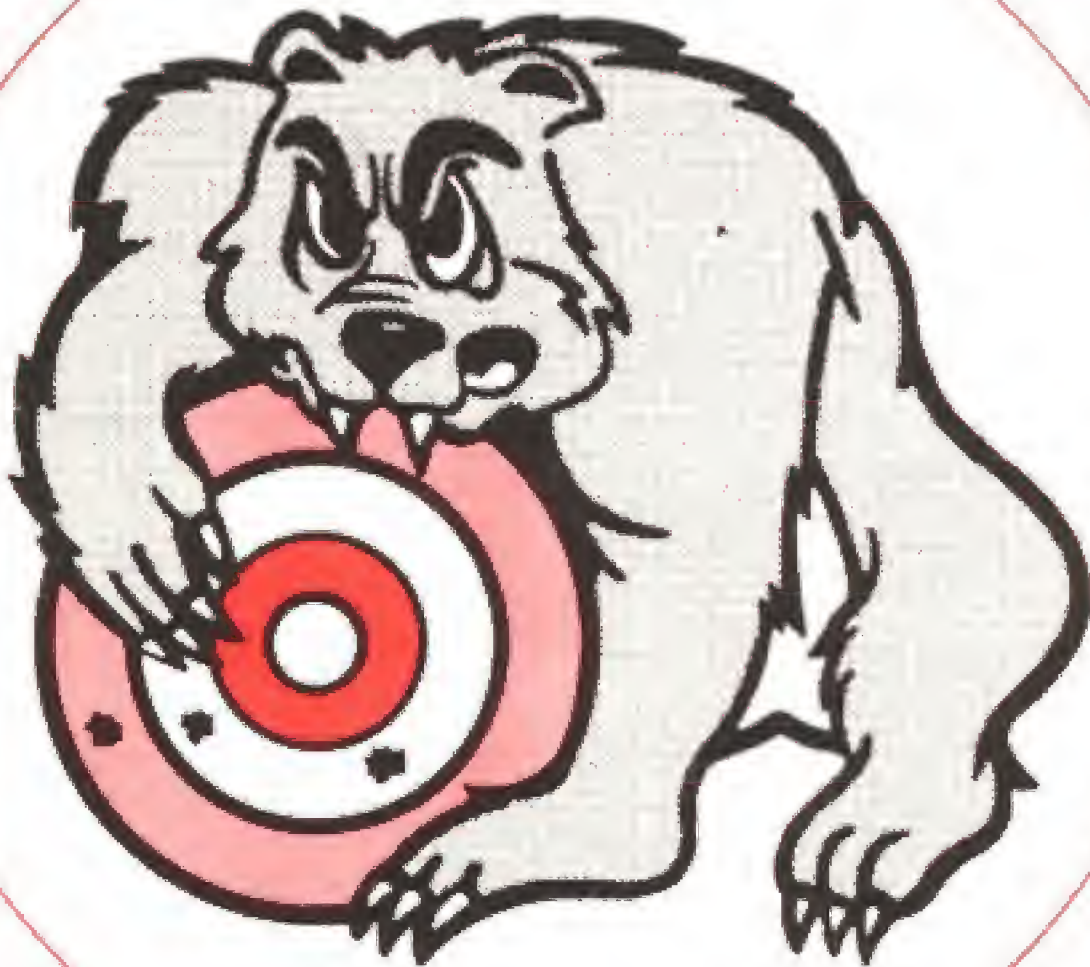
The Official

# CARNIVAL<sup>®</sup>

by SEGA<sup>®</sup>

## CARTRIDGE INSTRUCTIONS

For Use With the Atari<sup>®</sup> Video Computer System<sup>™</sup> and  
Sears Video Arcade<sup>™</sup>



- For one or two players
- For color or black-and-white TV

**COLECO**



## GAME DESCRIPTION

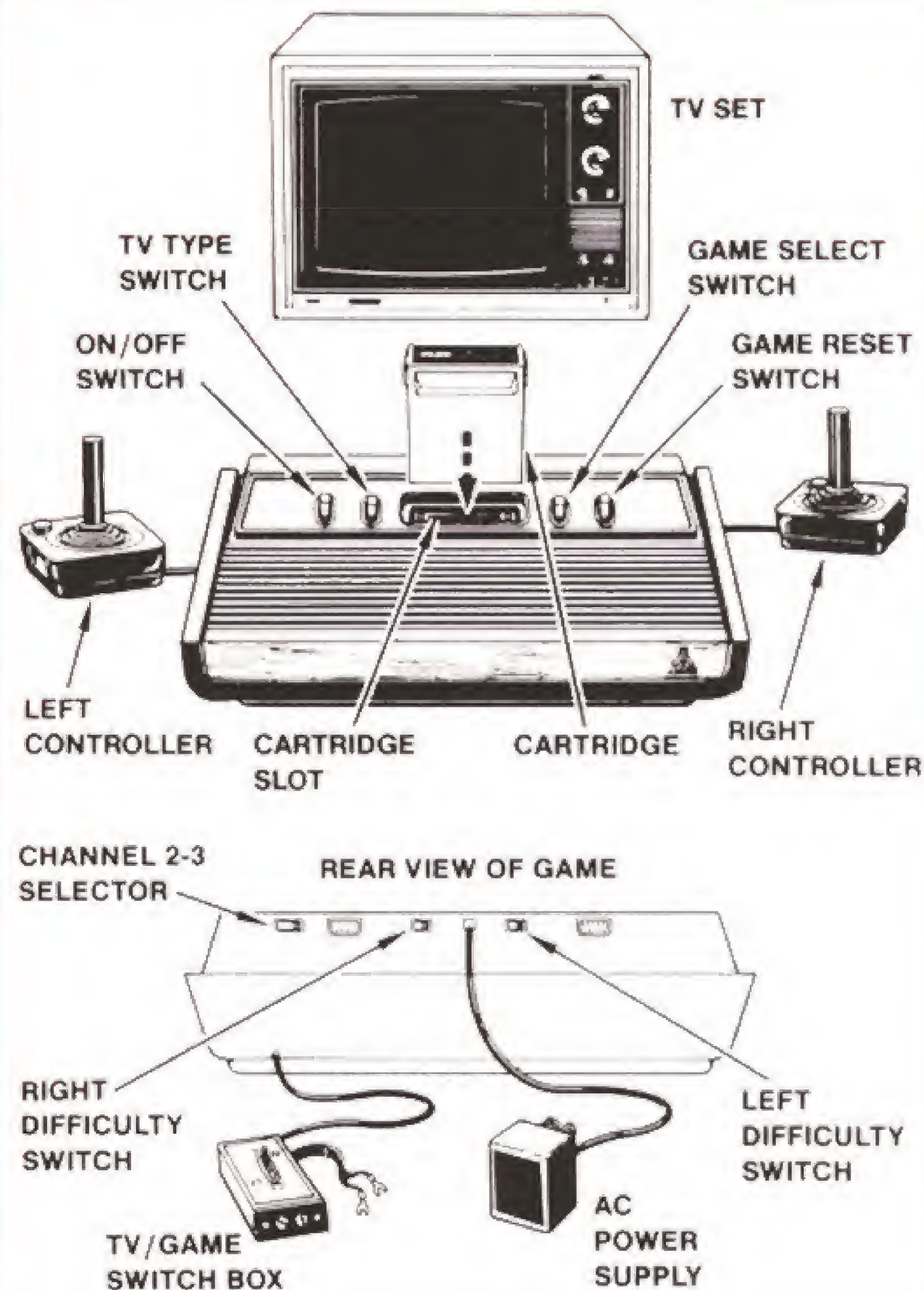


Step right up and prove your skill at hitting targets in this challenging carnival shooting gallery. Take aim to build up your score with a careful choice of targets, but watch out for the bullet-eating ducks!

## GETTING READY TO PLAY

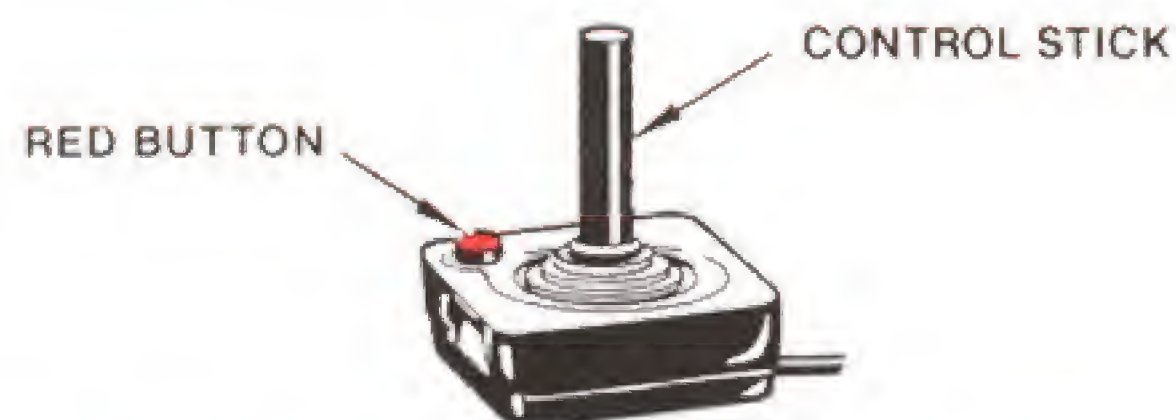
- Make sure the Video Computer System™ is connected to the TV, and the power supply is plugged in.
- Be sure that you have plugged the controllers into the jacks at the rear of the Video Computer System™.
- Insert cartridge as shown, then turn **On/Off** switch to **ON**. **(ALWAYS TURN THE ON/OFF SWITCH TO OFF WHEN INSERTING OR REMOVING A CARTRIDGE.)**

## ATARI® Video Computer System™





## USING YOUR CONTROLS



1. **CONTROL STICK:** Push the Control Stick right or left to move the gun.
2. **RED BUTTON:** Press the red button to fire the gun.

## HERE'S HOW TO PLAY

### STEP-BY-STEP INSTRUCTIONS

**NOTE:** Set the Left and Right Difficulty Switches to Position **A**.

### STEP 1: Getting started.

After power is turned on, a demonstration of the game is shown on screen. Press the Red Button on the left controller or the Game Reset switch to start a one-player game.

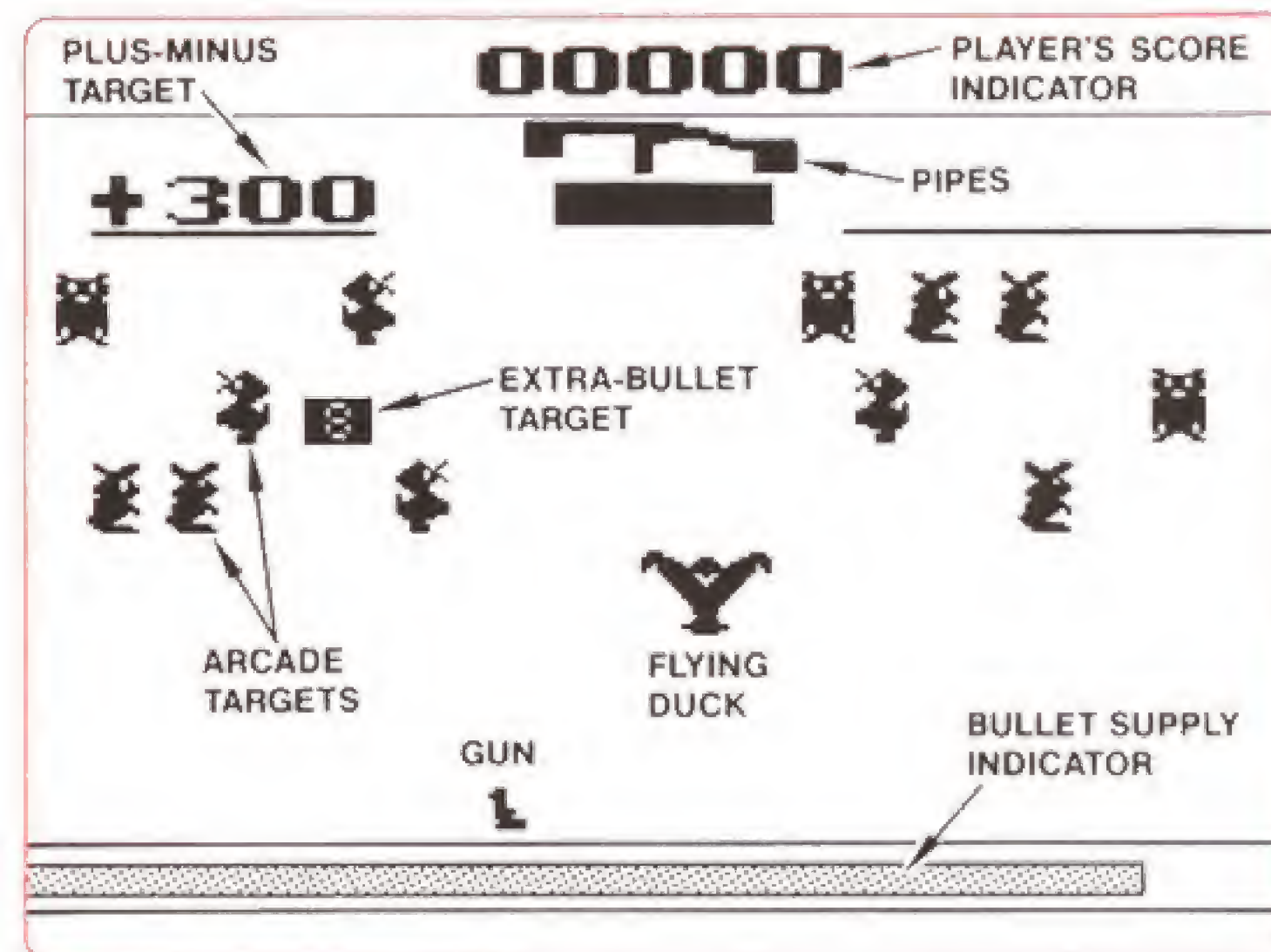
To select a two-player game, press the Game Select switch for two-player, then press Game Reset.

### STEP 2: Fire away!

Rack up points by firing bullets at the moving targets:

- Owls
- Ducks
- Rabbits
- Extra-Bullet Boxes

But be careful how you aim. Your bullet supply is limited.



### STRATEGY

#### Ducks Bite the Bullets

Watch out! Ducks that you don't hit can fly down from the bottom row to eat ten of your bullets!

**Special Strategy:** Make sure you use up at least eight bullets before hitting the Extra-Bullet target. Your bullet supply can never show more than 40 bullets.

#### Pipe Dreams

Eight on-target hits clear the pipes from the screen. Hit the same color pipes with two consecutive shots and you get four times the pipe score value.

**Special Strategy:** Knock out the pipes early in the game, while avoiding the moving targets. If the pipes remain in view while you are hitting the moving targets, ducks, ducks and more ducks start coming out!



## Win Some — Lose Some

Score extra points or bullets by hitting the plus-minus target when the plus sign shows. But look out! If the minus sign is showing when the target is hit, the points or bullets are subtracted from your score or bullet supply.

## The End

Clear the rack of all moving targets and pipes to move on to the next higher level of game play. The game ends when the last bullet is fired.

To replay the type of game you have been playing, press the Game Reset switch.

### SCORING

Points scored for each target are listed according to level of play:

Target	Level: 1	2	3	4
Pipe	200	200	200	200
Bottom Row	20	30	40	50
Middle Row	40	50	60	70
Top Row	60	70	80	90
Extra Bullet	8	8	8	8

Hit two pipes of the same color with two consecutive shots for a score of 200 points for the first pipe and 800 points for the second.

After you clear the gallery, 50 points are added to your score for each bullet remaining at the bottom of the screen. The maximum number of bullets you can have in the Bullet Supply is 40.



## THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing CARNIVAL®, but it is only the beginning! You'll find that this cartridge is full of special features to make CARNIVAL® exciting every time you play. Experiment with different techniques — and enjoy the game!

## 90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem, to the Factory Service Station as listed. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you) This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

**This warranty gives you specific legal rights, and you may have other rights which vary from state to state.**

### CARTRIDGE SERVICE POLICY

If your cartridge requires service after expiration of the 90 day Limited Warranty period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option), on receipt of your cartridge, postage prepaid and insured, with your check in the amount of \$10.00 payable to Coleco Industries, Inc.

For service information regarding your Coleco cartridge call 1-800-842-1225. This service station is in operation from 8:00 a.m. to 4:30 p.m., Eastern time, Monday thru Friday.



Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty then you will be advised in advance of repair costs.

Please allow 4 to 6 weeks for repair and return.

All returns must be directed to **Coleco Industries, Inc.**  
**Consumer Electronics Department**  
**P. O. Box 47**  
**Amsterdam, New York 12010**  
**Attention: Consumer Quality Manager**



**CARNIVAL<sup>®</sup> and Sega<sup>®</sup> are trademarks of Sega Enterprises, Inc. © 1980 Sega Enterprises, Inc.**

**Atari<sup>®</sup> and Video Computer System<sup>™</sup> are trademarks of Atari, Inc.**

**Sears Video Arcade<sup>™</sup> is a trademark of Sears Roebuck & Co.**

**Package, Program and Audiovisual © 1982 Coleco Industries, Inc. Amsterdam, New York, 12010**